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1 [Multi-model parallel programming in psyche](#)



M. L. Scott, T. J. LeBlanc, B. D. Marsh

 February 1990 **ACM SIGPLAN Notices , Proceedings of the second ACM SIGPLAN symposium on Principles & practice of parallel programming PPOPP '90**, Volume 25 Issue 3

Publisher: ACM Press

Full text available: pdf(1.48 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Many different parallel programming models, including lightweight processes that communicate with shared memory and heavyweight processes that communicate with messages, have been used to implement parallel applications. Unfortunately, operating systems and languages designed for parallel programming typically support only one model. Multi-model parallel programming is the simultaneous use of several different models, both across programs and within a single program. This paper describes mu ...

2 [Distributed operating systems](#)



Andrew S. Tanenbaum, Robbert Van Renesse

 December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

Publisher: ACM Press

Full text available: pdf(5.49 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...

3 [Trace-driven memory simulation: a survey](#)



Richard A. Uhlig, Trevor N. Mudge

 June 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 2

Publisher: ACM Press

Full text available: pdf(636.11 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

As the gap between processor and memory speeds continues to widen, methods for evaluating memory system designs before they are implemented in hardware are becoming increasingly important. One such method, trace-driven memory simulation, has been the subject of intense interest among researchers and has, as a result, enjoyed rapid development and substantial improvements during the past decade. This article surveys and analyzes these developments by establishing criteria for evaluating trac ...

Keywords: TLBs, caches, memory management, memory simulation, trace-driven simulation

4 Separating access control policy, enforcement, and functionality in extensible systems



Robert Grimm, Brian N. Bershad

February 2001 **ACM Transactions on Computer Systems (TOCS)**, Volume 19 Issue 1

Publisher: ACM Press

Full text available: pdf(164.03 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Extensible systems, such as Java or the SPIN extensible operating system, allow for units of code, or extensions, to be added to a running system in almost arbitrary fashion. Extensions closely interact through low-latency but type-safe interfaces to form a tightly integrated system. As extensions can come from arbitrary sources, not all of whom can be trusted to conform to an organization's security policy, such structuring raises the question of how security constraints are enforced in an ...

Keywords: Java, SPIN, access check, auditing, extensible systems, policy-neutral enforcement, protection domain, protection domain transfer, security policy

5 UFO: a personal global file system based on user-level extensions to the operating system



Albert D. Alexandrov, Maximilian Ibel, Klaus E. Schauser, Chris J. Scheiman

August 1998 **ACM Transactions on Computer Systems (TOCS)**, Volume 16 Issue 3

Publisher: ACM Press

Full text available: pdf(251.25 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

In this article we show how to extend a wide range of functionality of standard operation systems completely at the user level. Our approach works by intercepting selected system calls at the user level, using tracing facilities such as the /proc file system provided by many Unix operating systems. The behavior of some intercepted system calls is then modified to implement new functionality. This approach does not require any relinking or recompilation of existing applications. In fact, the ...

Keywords: file caching, global name space, proc file system, user-level operating system extensions

6 Subcontract: a flexible base for distributed programming



Graham Hamilton, Michael L. Powell, James G. Mitchell

December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles SOSP '93**, Volume 27 Issue 5

Publisher: ACM Press

Full text available: pdf(1.16 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A key problem in operating systems is permitting the orderly introduction of new properties and new implementation techniques. We describe a mechanism, subcontract, that within the context of an object-oriented distributed system permits application programmers control over fundamental object mechanisms. This allows programmers to define new object communication mechanisms without modifying the base system. We describe how new subcontracts can be introduced as alternative communication mechanism ...

**Remote evaluation**

James W. Stamos, David K. Gifford

October 1990 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,
Volume 12 Issue 4**Publisher:** ACM Press

Full text available: pdf(2.52 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A new technique for computer-to-computer communication is presented that can increase the performance of distributed systems. This technique, called remote evaluation, lets one computer send another computer a request in the form of a program. A computer that receives such a request executes the program in the request and returns the results to the sending computer. Remote evaluation provides a new degree of flexibility in the design of distributed systems. In present distributed systems th ...

8

pSNOW: a tool to evaluate architectural issues for NOW environments

Mangesh Kasbekar, Shailabh Nagar, Anand Sivasubramaniam

July 1997 **Proceedings of the 11th international conference on Supercomputing****Publisher:** ACM Press

Full text available: pdf(1.47 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

9

Presto: an experimental architecture for fluid interactive document spaces

Paul Dourish, W. Keith Edwards, Anthony LaMarca, Michael Salisbury

June 1999 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 2**Publisher:** ACM Press

Full text available: pdf(409.04 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Traditional document systems use hierarchical filing structures as the basis for organizing, storing and retrieving documents. However, this structure is very limited in comparison with the rich and varied forms of document interaction and category management in everyday document use. Presto is a prototype document management system providing rich interaction with documents through meaningful, user-level document attributes, such as "Word file," "published paper," &l ...

Keywords: attribute/value systems, direct manipulation, document management

10

An approach to support automatic generation of user interfaces

Prasun Dewan, Marvin Solomon

October 1990 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,
Volume 12 Issue 4**Publisher:** ACM Press

Full text available: pdf(3.55 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In traditional interactive programming environments, each application individually manages its interaction with the human user. The result is duplication of effort in implementing user interface code and nonuniform—hence confusing—input conventions. This paper presents an approach to support automatic generation of user interfaces in environments based on algebraic languages. The approach supports the editing model of interaction, which allows a user to view all appli...

11


The design and performance of a pluggable protocols framework for real-time distributed object computing middleware

Carlos O'Ryan, Fred Kuhns, Douglas C. Schmidt, Ossama Othman, Jeff Parsons

April 2000 **IFIP/ACM International Conference on Distributed systems platforms****Publisher:** Springer-Verlag New York, Inc.

Full text available:

Additional Information:

 [pdf\(231.64 KB\)](#)[full citation](#), [abstract](#), [references](#), [citations](#)

To be an effective platform for performance-sensitive real-time and embedded applications, off-the-shelf CORBA middleware must preserve the communication-layer quality of service (QoS) properties of applications end-to-end. However, the standard CORBA GIOP/HOP interoperability protocols are not well suited for applications that cannot tolerate the message footprint size, latency, and jitter associated with general-purpose messaging and transport protocols. It is essential, therefore, to de ...

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